Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of determining the acoustical transfer impedance Z_t between a first position and a listening position of a human being, the method comprising

- generating an acoustical volume velocity Q in the listening position,

- measuring a response quantity p at the first position resulting from the volume velocity Q, and

- determining the acoustical transfer impedance Z_t as the response quantity p divided by the acoustical volume velocity Q, $Z_t = p/Q$,

~~characterized in that~~ wherein

the acoustical volume velocity Q is generated using a simulator ~~(10)~~ simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

2. (Currently Amended) A method according to claim 1, wherein the simulator simulates the head ~~(13)~~ and a torso ~~(11)~~ of a human being.

3. (Currently Amended) A method according to claim 1, wherein the simulator comprises a sound source ~~(30)~~ in the interior of the simulator and a pair of microphones ~~(M1, M2; M3, M4)~~ arranged to measure a pair of sound pressures in a canal ~~(18)~~ leading from the sound source to the orifice, and that the method further comprises determining the volume velocity Q based on the pair of sound pressures.

4. (Currently Amended) A method according to claim 1, wherein the response quantity is sound pressure.

5. (Currently Amended) A method according to claim 1, wherein measuring the response quantity comprises at least one of measuring a sound pressure by at least one microphone and measuring structural vibrations by at least one vibration sensor.

6. (Currently Amended) A simulator ~~(10)~~ for use with the method according to claim 1 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

7. (Currently Amended) A simulator ~~(10)~~ according to claim 6, wherein the simulator simulates the head ~~(13)~~ and a torso ~~(11)~~ of a human being.

8. (Currently Amended) A simulator ~~(10)~~ according to any claim 6, wherein the simulator comprises two orifices simulating a left ear ~~(14)~~ and right ear ~~(15)~~ respectively of the simulated human being.

9. (Currently Amended) A simulator according to claim 8, wherein means ~~(19)~~ are provided for selectively outputting sound signals through the simulated left ear ~~(14)~~ or through the simulated right ear. ~~(15).~~

10. (Currently Amended) A simulator according to claim 6, wherein the simulator comprises means ~~(M1, M2; M3, M4)~~ for measuring the sound output from the simulated ears. ~~(14, 15).~~

11. (Currently Amended) A simulator according to claim 10, wherein the means for measuring the sound output from the simulated ears ~~(14, 15)~~ comprises a pair of microphones ~~(M1, M2; M3, M4)~~ for measuring the output sound volume velocity.

12. (Currently Amended) A simulator ~~(10)~~ for use with the method according to claim 2 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

13. (Currently Amended) A simulator ~~(10)~~ for use with the method according to claim 3 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

14. (Currently Amended) A simulator ~~(10)~~ for use with the method according to claim 4 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice, so as to generate a sound field around the simulator that simulates a sound field around a human being.

15. (Currently Amended) A simulator ~~(10)~~ for use with the method according to claim 5 and simulating acoustic properties of at least a head of a human being, the simulator comprising a simulated human ear ~~(14, 15)~~ with an orifice in the simulated head and a sound source ~~(30)~~ in the simulator ~~(10)~~ for outputting the acoustical volume velocity Q through the orifice.